

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A chess game playing array assembly comprising:
a plurality of three-dimensional ~~noncontiguous~~^{separable} playing segments that are
~~and moveably positionable~~
selectively moveable positioned relative to one another to define a rectilinear or non-
rectilinear array of playing spaces on which chess game playing pieces are selectively
placed when a game of chess may be is being played;
wherein the plurality of three dimensional playing segments are spaced
apart by one or more rectilinear or non-rectilinear voids, and
one or more void fillers disposed in the respective one or more voids,
wherein the one or more void fillers comprises an upstanding wall rising
above adjacently disposed playing segments for separating the adjacently disposed
playing segments.

Claim 2 (currently amended): A chess game playing array assembly as set forth in
claim 1, wherein each of the plurality of three dimensional playing segments defines a
playing space of the array of playing spaces on which the playing pieces are selectively
placed.

Claim 3 (currently amended): A chess game playing array assembly as set forth in
claim 1, wherein at least one of the plurality of three dimensional playing segments

defines two or more playing spaces of the array of playing spaces on which two or more of the playing pieces are selectively placed.

Claim 4

Claim 4 (currently amended): A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments has a size shape different from that of another of the playing segments.

Claim 5

Claim 5 (currently amended): A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments comprises consists of a total of 64 playing segments defining, respectively, 64 playing spaces.

Claim 6 (original): A chess game playing array assembly as set forth in claim 5, wherein the plurality of three dimensional playing segments are disposed relative to one another to define an array of 64 playing spaces consisting of eight rows and eight columns, and wherein the playing segments in the corners of the 64 space playing array have a height greater than the heights of the other playing segments.

Claim 7 (original): A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments form a rectangular shape graduated array and include corner playing segments having a first elevation, middle playing segments having a second elevation, and intermediate playing segments having an elevation intermediate to that of the first elevation and second elevation.

Claim 8 (original): A chess game playing array assembly as set forth in claim 7,

wherein the first elevation is higher than the second elevation.

Cont

Claim 9 (original): A chess game playing array assembly as set forth in claim 1,

wherein the spacing between the respective plurality of three dimensional playing segments is substantially uniform.

10

Claim 10 (currently amended): A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments includes a bottom wall, a top wall and a column which connects and extends between the bottom wall and top wall, the column having a smaller cross sectional area than either of the bottom wall and the top wall.

Claim 11 (currently amended): A chess game playing array assembly as set forth in

claim 1, wherein at least one of the plurality of some of the playing spaces of three dimensional playing segments includes a prescribed pattern include different terrain patterns on which the playing pieces are selectively placed.

Claim 12 (currently amended): A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments has an interior region that is accessible from the exterior of the one playing segment.

Claim 13 (currently amended): A chess game playing array assembly as set forth in claim 12, wherein at least one of the playing pieces is stored in the interior region of the one playing segment when the chess game is not in use is sized to receive therein one or more playing pieces of a chess game.

Claim 14 (currently amended): A chess game playing array assembly as set forth in claim 12, wherein the interior region houses a lighting element, and the one playing segment has at least one window in at least one side wall through which light from the lighting element is cast into at least one of the voids between the respective playing segments.

Claim 15 (canceled)

Claim 16 (canceled)

Claim 17 (canceled)

Claim 18 (currently amended): A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments comprise first and second opposing playing segments, each playing segment defining a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed, wherein the

first playing segment includes a different motif than that of the second playing segment
that is not a repeat pattern or a reverse repeat pattern of the second playing motif.

Claim 19
Claim 19 (original): A chess game playing array assembly as set forth in claim 1, wherein the chess game playing array assembly is displayed on a display as a graphical user interface.

Claim 20
Claim 20 (original): A chess game playing array assembly as set forth in claim 1, further including a logic stored by a memory, the logic being processed by a processor to display an image of the chess game playing array assembly on a display.

Claim 21
Claim 21 (original): A chess game playing array assembly as set forth in claim 20, wherein the logic stored in memory comprises a computer program adapted to receive design parameter inputs.

Claim 22
Claim 22 (original): A chess game playing array assembly as set forth in claim 21, wherein the design parameter inputs comprise a respective size and shape of the three dimensional playing segments, a quantity of playing segments, a quantity of playing spaces provided by the respective quantity of playing segments, an arrangement of the playing segments and a respective size and shape of the voids.

Claim 23
Claim 23 (currently amended): A chess game playing array assembly comprising
consisting of:

COM
CG
D

first and second a total of two opposing playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess may be is being played; wherein the first and second two opposing playing segments are sloped toward each other, and wherein the first playing segment one of the playing segments includes a first motif having a first landscape terrain pattern and the second other playing segment includes a second motif having a second landscape terrain pattern different from that and not a repeat pattern or a reverse pattern of the first landscape terrain pattern of the first motif; and

wherein the first and second two opposing playing segments include respective topographic geometries that are different from one another and are not a repeat pattern or a reverse repeat pattern of one another.

Claim 24 (canceled)

Claim 25 (currently amended): A chess game playing array assembly as set forth in claim 23, wherein each of the first and second two playing segments defines a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed.

Claim 26 (currently amended): A chess game playing array assembly as set forth in claim 23, wherein the first and second two playing segments are disposed in opposing abutting relation.

Claim 27 (canceled)

Cont

~~CF~~ Claim 28 (currently amended): A chess game playing array assembly comprising
consisting of:

~~D1~~ first, second and third a total of three three dimensional playing segments
disposed relative to one another to define an array of playing spaces on which chess
game playing pieces are selectively placed when a game of chess may be is being
played;

~~the first and second two of the~~ playing segments including respective first and
second playing motifs, the first playing motif being different than the second playing
motif and not a repeat pattern or a reverse repeat pattern of the second playing motif,
and first and second arrays of playing spaces, and the third playing segment being
disposed between the first and second playing segments and including a third playing
motif different from that of the first and second two playing motifs that is not a repeat
pattern or a reverse repeat pattern of the first two playing motifs, and a third array of
playing spaces, the first, second and third three arrays of playing spaces together
forming an eight row by eight column array of playing spaces.

Claim 29 (canceled)

Claim 30 (canceled)

Cont
Claim 31 (new): A chess game playing array assembly as set forth in claim 1, wherein the one or more fillers extends around more than one of the playing segments.

CJ
Claim 32 (new): A chess game playing array assembly as set forth in claim 1, wherein the playing segments are positioned relative to one another to define a non-rectilinear array of playing spaces.

DJ
Claim 33 (new): A chess game playing array assembly as set forth in claim 28, wherein the first two playing segments are sloped toward opposite ends of the third playing segment.
